

COURSE NAME: Software Project Management (SWE321)

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Lab 3

Epic:

- Epics represent either topics or overriding goals, which are then broken down into Stories and Tasks.
- Stories and Tasks belonging to the same epic are sometimes linked/Co-dependent.

Stories:

- Tasks can be part of Stories, which means that Stories can be seen as the overriding task, sometimes called **User Story**.
- A story can be assigned to the project lead.

Tasks:

- They could be planned alone or as a component of a larger project.
- It is possible to divide tasks into smaller ones.

Importance of user stories in Jira:

- Stories keep the focus on the user: A to-do list keeps the team focused on tasks that
 need to be checked off, but a collection of stories keeps the team focused on solving
 problems for real users.
- **Stories enable collaboration:** With the end goal defined, the team can work together to decide how best to serve the user and meet that goal.
- **Stories drive creative solutions:** Stories encourage the team to think critically and creatively about how to best solve for an end goal.
- **Stories create momentum:** With each passing story, the development team enjoys a small challenge and a small win, driving momentum.



Why are user stories so important in Agile?

- As agile is user-centered, it places a high priority on knowing and satisfying end users' needs at every stage of the development process.
- This strategy raises the possibility of producing a product that not only satisfies technical requirements but also fits user expectations and provides value for the clients.

How to write a good user story?

A user story should be written in a specific format:

As a <Role> , i want to <action/ objective> , so that <need/ motivation>

To write a good user story, you should follow the "INVEST" criteria in writing user stories, your story should be:

- Independent: can be developed and tested in any order without relying on the completion of other stories. This promotes flexibility in prioritization and allows for parallel development.
- **2. Negotiable:** The details of a user story should be open to negotiation between the development team and the customer. This flexibility allows for adjustments based on changing priorities, feedback, or a better understanding of the requirements.
- **3. Valuable:** should add value to the end-user or customer.
- **4. Estimable:** It should be possible to estimate the effort required to implement a user story. Development teams should have a reasonably clear understanding of the scope and complexity of the story, making it easier to plan and prioritize work.
- **5. Small:** User stories should be small enough to be completed within a single iteration or sprint.
- **6. Testable:** User stories must be testable, meaning there should be clear criteria for determining when the story is successfully implemented



An example of a good user story:

1. Title: "As an online shopper, I want to view my order history so that I can track my past purchases."

Acceptance Criteria:

- **2. Independent:** This story can be developed and tested without relying on other user stories. It focuses solely on the order history functionality.
- **3. Negotiable:** The team can discuss and refine details, such as the display format and sorting options, based on user needs and feedback.
- **4. Valuable:** Viewing order history provides clear value to the user by offering a convenient way to track and review past purchases.
- **5. Estimable:** The team can estimate effort based on the scope, including integrating with the database to retrieve and display order history.
- **6. Small:** The story is focused on a specific task viewing order history making it small enough to be completed within a single sprint.
- **7. Testable:** Success criteria are clear; the team can test that users can access and view their order history accurately.

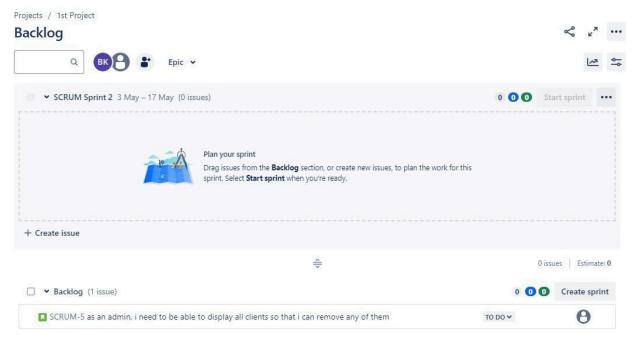
What is a sprint

A sprint is a short, time-boxed period when a scrum team works to complete a set amount of work

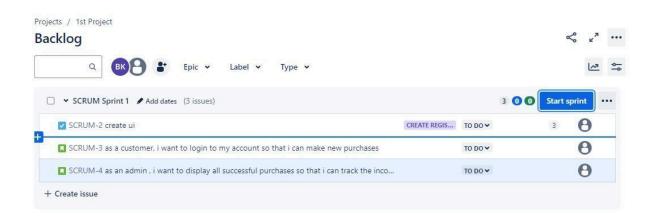
How to make a sprint in Jira

1) Open your project backlog to create a new sprint:

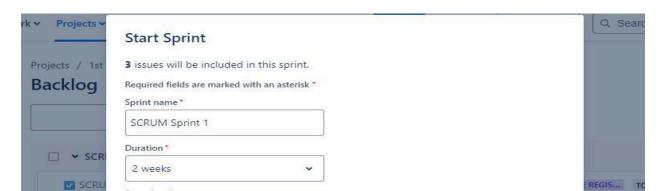




2) Add issues to the sprint (not too much) then start it:



3) Specify the goal of this sprint so all the team members can be on the same track:





4) Now, you can track the project progress in the "board" section:

